

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack <small>13.5 lbs., 1 Bedroll, 1 Waterskin, 1 Sack, 1 Rations (Trail/Per Day), 5 Oil (1 Pt. Flask), 1 Flint and Steel, 1 Lantern (Hooded), 1 Wand (Magic Missile/3rd level caster)(4)</small>		1	2.0	2.0
Wand (Magic Missile/3rd level caster)	Backpack	1	0.0	180.0
<input type="checkbox"/>				
Bedroll	Backpack	1	5.0	0.1
Bolts, Crossbow (10)	Crossbow, Light	1	1.0	1.0
<input type="checkbox"/>				
Cloak of Charisma +1	Equipped	1	0.0	0.0
<small>+1 CHA, Enhancement bonus to ability CHA +1</small>				
Crossbow, Light	Equipped	1	4.0	35.0
<small>1 lbs., 1 Bolts (Crossbow/10)</small>				
Flint and Steel	Backpack	1	0.0	1.0
Lantern (Hooded)	Backpack	1	2.0	7.0
Oil (1 Pt. Flask)	Backpack	5	1.0 (5.0)	0.1 (0.5)
Courtier's Outfit	Equipped	1	6.0	0.0
Rations (Trail/Per Day)	Backpack	1	1.0	0.5
Ring of Protection +1	Equipped	1	0.0	2000.0
Sack	Backpack	1	0.5	0.1
<small>0 lbs.</small>				
Shortspear	Carried	1	3.0	1.0
Spell Component Pouch	Carried	1	3.0	5.0
Waterskin	Backpack	1	0.0	1.0
<small>0 lbs.</small>				
TOTAL WEIGHT CARRIED/VALUE			11 lbs.	2234.2 gp

WEIGHT ALLOWANCE

Light 38	Medium 76	Heavy 115
Lift over head 115	Lift off ground 230	Push / Drag 575

MONEY

4 gold	Total = 0.0 gp
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SPECIAL ABILITIES

Summon Familiar

FEATS

Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Weapon Focus (Spells(Ray))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike
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LANGUAGES

Common, Draconic, Elven

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	3	1	0	0	0	0	0	0	0
PER DAY	6	7	4	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□ Dancing Lights	14	None	1 standard action	4 minute [D]	Medium (140')	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.				
□□□□ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (35')	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□ Read Magic	14	None	1 standard action	40 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	15	Will negates	1 standard action	4 hours	Close (35')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature				
□□□□ Grease	15	See text	1 standard action	4 rounds [D]	Close (35')	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square				
□□□□ Magic Missile	15	None	1 standard action	Instantaneous	Medium (140')	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 2 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
<i>Effect:</i> 1 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 rays				

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: